

I claim:

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1. An improved method of controlling action intensity of a simulated game character by way of depressing at least one depressible single button located on a two-hand held housing, said single button for activating one single pressure-sensitive analog sensor, said pressure-sensitive analog sensor electrically connected to electronics, said electronics including means for controlling a display, said display for displaying said simulated game character;
wherein the improvement includes the step depressing, using a digit of a human user's hand, said depressible single button with varying degrees of pressure for varying the action intensity of said simulated game character.
 2. An improved method of controlling action intensity of a simulated game character according to claim 1 wherein said action intensity is at least represented by movement speed of said game character, whereby said game character moves slowly with low depressive pressure applied to said button, said game character moves faster with increased depressive pressure applied to said button.
 3. An improved method of controlling action intensity of a simulated game character according to claim 1 wherein said action intensity is at least represented by jumping height of said game character, whereby a human user depresses said button using low depressive pressure causing said character to jump a low height, and the human user depresses said button using higher depressive pressure causing said character to jump a higher height.
 4. An improved method of controlling action intensity of a simulated game character according to claim 1 wherein said game character is a simulated car, said car is slowed proportionally to increasing depressive pressure applied by the user to said button.

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5. An improved method of controlling action intensity of a simulated game character according to claim 1 wherein said game character is a simulated gun, said varying degrees of pressure for varying fire rate of said gun.

6. An improved method of controlling action intensity of a simulated game character by way of depressing at least one single depressible button, using only a single digit of a human user's hand, said single depressible button for activating a single sensor; wherein the improvement includes the step

depressing said depressible button with varying degrees of pressure for varying the action intensity of said simulated game character.

7. An improved method of controlling action intensity of a simulated game character according to claim 6 wherein said action intensity is at least represented by movement speed of said game character, whereby said game character moves slowly with low depressive pressure applied to said button, said game character moves faster with increased depressive pressure applied to said button.

8. An improved method of controlling action intensity of a simulated game character according to claim 6 wherein said action intensity is at least represented by jumping height of said game character, whereby a human user depresses said button using low depressive pressure causing said character to jump a low height, and the human user depresses said button using higher depressive pressure causing said character to jump a higher height.

9. An improved method of controlling action intensity of a simulated game character according to claim 6 wherein said game character is a simulated car, said car is slowed proportionally to increasing depressive pressure applied by the user to said button.

10. An improved method of controlling action intensity of a simulated game character according to claim

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14. A game control according to claim 13 wherein
35 said electronics means includes an ASIC.

a housing to be grasped and held simultaneously by two hands of a human user during use, said housing including a right-hand area and a left-hand area, said right-hand area being an area for grasping by the user's right hand, said left-hand area being an area for grasping by the user's left hand;

at least one of said electricity manipulating devices
is a sensor comprising;

16. An electricity manipulating sensor for a control device, said sensor comprising;

30 a depressible resilient dome cap supporting
conductive material in a raised position above
circuit traces with said sensor in an open position
indicating an Off output, said resilient dome cap
depressible to contact said conductive material with said
circuit traces to form a closed position indicating an On
35 output, said conductive material being pressure-sensitive
variable-conductance material for creating analog output

proportional to varying physical pressure applied by the user's digit; said sensor electrically connected to active electronics means for interpreting the outputs of said sensor.

5 17. An electricity manipulating sensor for a control device according to claim 16 wherein said sensor is depressible by force applied by a single digit of a human user's hand.

18. An electricity manipulating sensor for a control
10 device according to claim 17 wherein said active
electronics means at least includes an ASIC.

19. An electricity manipulating sensor for a control device according to claim 17 wherein said control device is a game control device including a housing to be grasped and held simultaneously by two hands of the human user during use, said housing including a right-hand area and a left-hand area, said right-hand area being an area for at least grasping by the user's right hand, said left-hand area being an area for at least grasping by the user's left hand, said sensor located in said right-hand area to be depressed by the human user's right-hand thumb.

20. A game control comprising
a housing to be grasped and held simultaneously by
two hands of a human user, said housing including a right-
hand area and a left-hand area, said right-hand area being
25 an area for grasping by the user's right hand, said left-
hand area being an area for grasping by the user's left
hand;

30 a plurality of depressible electricity manipulating devices each at least in-part exposed on said housing, at least some of said plurality of electricity manipulating devices positioned on said housing to be within reach of the user's right-hand thumb;

at least one of said electricity manipulating devices
35 including means for creating an On/Off output, and with
varied pressure creating an analog output;

active electronics means for at least interpreting the outputs of said at least one electricity manipulating device.

21. A game control according to claim 20 wherein
5 said electronics means includes an ASIC.

22. A method of manufacturing a game control, including the steps:

a) forming a housing shaped to be held simultaneously by two hands of a human user;

10 b) assembling electronics into said housing;

c) installing electricity manipulating devices connected to said electronics;

d) positioning said electricity manipulating devices in-part exposed on said housing to be depressed by digits
15 of the human user's hand;

e) installing into said housing at least one depressible pressure-sensitive analog sensor, said sensor connected to said electronics, said sensor depressible by a single digit of a human user's hand.

20 23. A method of manufacturing a game control according to claim 22 further including the step

installing a resilient dome cap located to be operational with pressure-sensitive material of said pressure-sensitive analog sensor.

25 24. A method of manufacturing game controls according to claim 22 further including the step

installing an injection molded rubber dome cap located to be operational with said pressure-sensitive analog sensor.

30 25. A method of manufacturing a game control according to claim 24 further including the step

installing an individual depressible button for activating said pressure-sensitive analog sensor.

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